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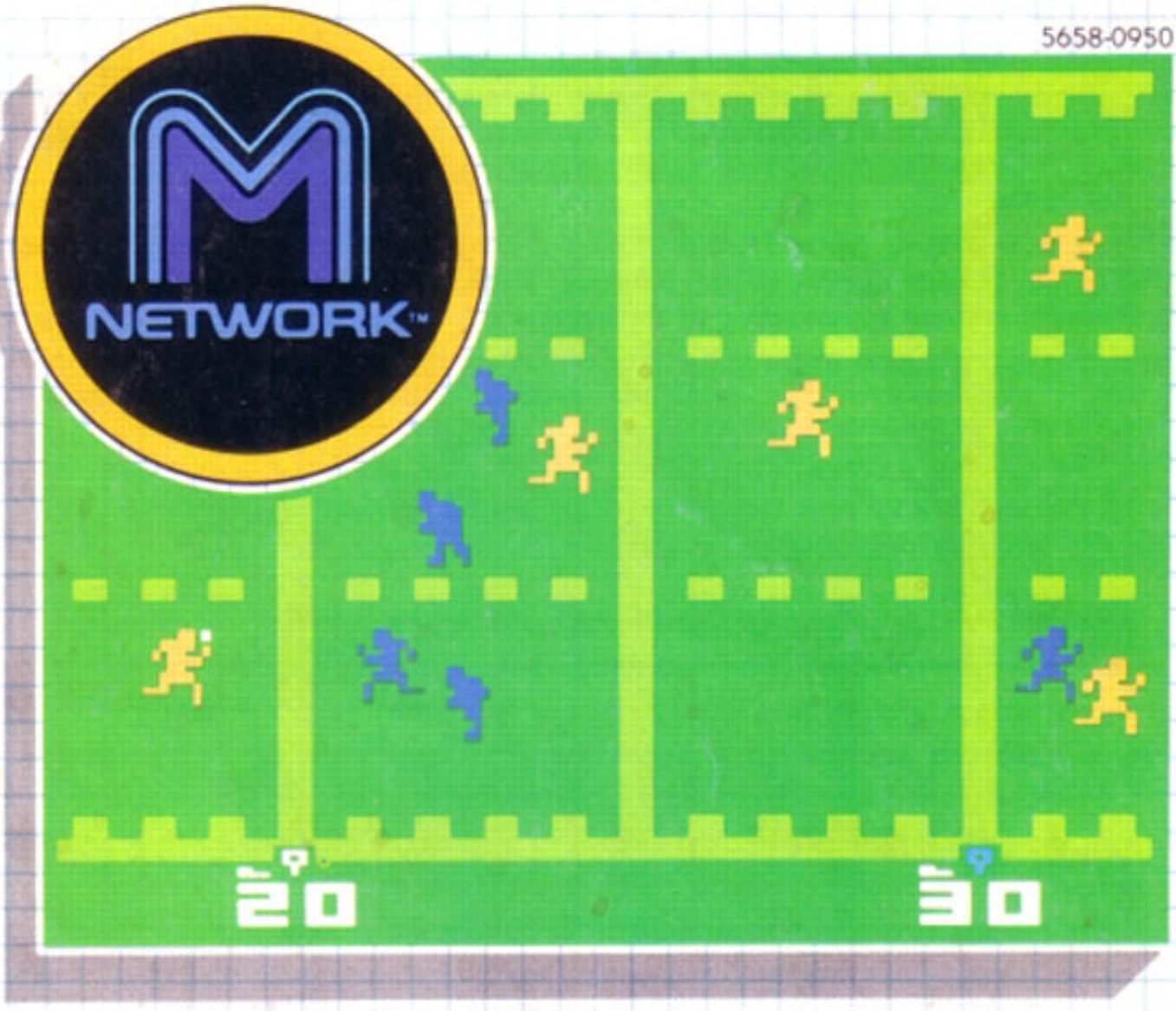

SUPER CHALLENGE™ FOOTBALL

INSTRUCTIONS

(For 2 Players Only)

The object of the game is to out-score your opponent. There's passing, rushing, blocking, and touchdowns! Simulated 15 minute quarters. You set both offense and defense. Individual control of both the quarterback and linebacker.

For Your Atari* Video Game System

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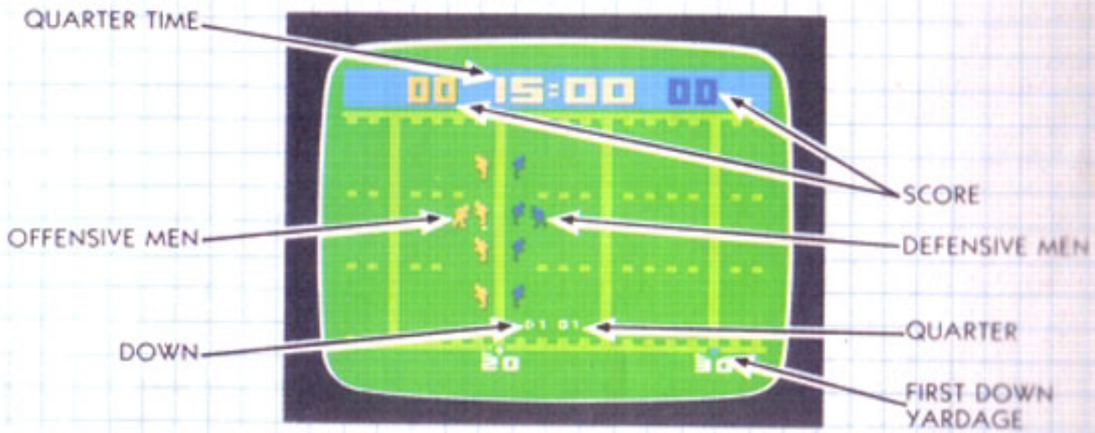
EmuMovies

THE GAME

This is two player gridiron action! One player controls the Home Team, the other player controls the Visitors. There are 5 men on offense: 4 linemen and the quarterback. There's a 5 man defense: 4 linemen and the linebacker. The team with the flashing ball has possession.

The field is regulation 100 yards. Each quarter begins on the 20 yard line. As a team moves downfield, the field moves too! The score, time left in quarter and first down markers are displayed during play. During the huddle you will see downs and the quarter of play.



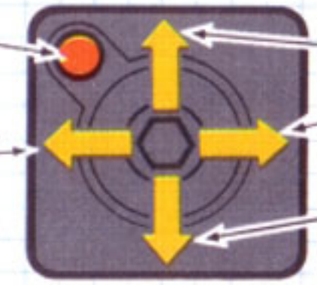
CHECK OUT ALL THE STATS DURING THE HUDDLE.

There's passing, rushing, tackling, interceptions and incompletes. No kicks! No out of bounds. Touchdowns count 7 points (point after touchdown is automatic), 2 points for a safety.

THE CONTROLLERS

Use your joystick controllers with this game. Be sure the controller cables are securely plugged into the back of your game console. Hold the controller so the red button is to your upper left.

OFFENSIVE PLAY CALLING: Before each play, when the teams are lined up on the field, program the 4 linemen. Before being programmed, each lineman faces the quarterback. After being programmed, he faces the opposing team. Now choose one of five running patterns, and program all 4 linemen. Here's how:


PUSH RED BUTTON, WITHOUT MOVING JOYSTICK: DESIGNATES THE ACTUAL PASS RECEIVER. (ONLY PROGRAM ONE ACTUAL RECEIVER!)
PUSH* TOWARD QUARTERBACK: OFFENSIVE PLAYER WILL BLOCK STRAIGHT AHEAD
*PUSH LEFT OR RIGHT, DEPENDING ON FIELD POSITION.
PUSH UP: OFFENSIVE PLAYER WILL BLOCK UPWARD
PUSH* TOWARD OTHER TEAM: OFFENSIVE PLAYER WILL GO OUT FOR A PASS AS DECOY RECEIVER
PUSH DOWN: OFFENSIVE PLAYER WILL BLOCK DOWNWARD

DEFENSIVE PLAY CALLING: Before each play, when the teams are lined up on the field, program the 4 defensive linemen. Before being programmed, each lineman faces the linebacker. After being programmed, he faces the opposing team. Now choose one of four defensive moves, and program all 4 defensive linemen. Here's how:

PUSH* TOWARD OTHER TEAM: DEFENSIVE PLAYER WILL RUSH OFFENSIVE PLAYER STRAIGHT ON THEN RUSH THE QB
PUSH DOWN: DEFENSIVE PLAYER WILL RUSH DOWN THEN GO FOR QB
*PUSH LEFT OR RIGHT, DEPENDING ON FIELD POSITION
PUSH UP: DEFENSIVE PLAYER WILL RUSH UP THEN GO FOR QB
PUSH* TOWARD LINEBACKER: DEFENSIVE PLAYER COVERS OFFENSIVE COUNTERPART GOING OUT FOR A PASS

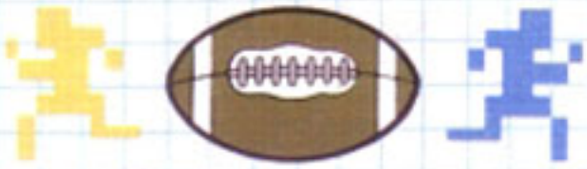
TO HIKE: After all the offensive and defensive men have been programmed, offense presses the RED BUTTON to hike the ball. Once the ball is hiked, linemen carry out their programmed patterns.

TO RUN: Once the ball is hiked, control the quarterback and linebacker with your respective joysticks.

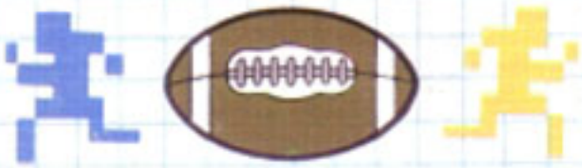
TO PASS: Once the ball is hiked, press the RED BUTTON and the quarterback passes the ball towards the receiver. Once the pass is in motion, the Joystick controls the receiver. Move him to complete the pass.

WINNING TIPS

- A quick way to catch the ball carrier is to run off one end of the field. You quickly reappear at the other end. This is useful when the linebacker is way behind the quarterback. Go off the screen and appear ahead of the quarterback at the other end.



- Use directional blocking (up/down) to open up a hole in the offensive line, then run through it!



- Program several linemen to go out for a pass. (Remember, only one actual receiver.) This fakes out defense!

IMPORTANT: Be sure to turn your game unit off when not in use.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Service Center (West)
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Hawthorne, California 90250

Mattel Electronics Service Center (East)
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Cranbury, New Jersey 08512

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

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